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**GIF File Format Fuzzer**

**[Type the document subtitle]**

# GIF File Format Fuzzer

The purpose of this fuzzer is to mutate sample GIF input files and attempt to find errors in a target application’s parsing and error handling abilities.

## Specification Coverage

This fuzzer covers all formats of the official GIF89a specification (available [here](http://www.w3.org/Graphics/GIF/spec-gif89a.txt).) excluding the actual LZW compression coding. Static images as well as full length animations are supported. The special case of “Header, the Logical Screen Descriptor, Global Color Table, GIF Trailer” is also covered.

## Configuration

[Some intro text for configuration]

### Console Application Target

[Walk through console command line application.]

### Graphical Application Target

[Walk through configuration of a graphical program. Cover closing app by message and handling error dialogs that might pop-up. ]

## Running

[Talk about the different Test cases that will be run. The difference between random and sequencial.]

### Running with Random Strategy

[Talk about the random strategy, command lines needed. Were log files land, etc.]

### Running with Default Strategy

[Talk about the random strategy, command lines needed. Were log files land, etc.]

## Results

[How to read output, Examples of console output, log files, faults, etc. How to load the dump into windbg. How to reproduce an issue using the logged files.]

## Troubleshooting

[Common problems they may run into and how to trouble shoot.]